Also Available

Sega Dreamcast.

©2000 Interplay Entertainment Corp. Omen Engine © 2000 Bioware Corp. Developed by Bioware Corp. The Bioware Omen Engine and Bioware logo are trademarks of Bioware Corp. MDK, MDK2 and related marks, Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp. Certain characters are © Shiny Entertainment, Inc. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other copyrights and trademarks are the property of their respective owners. All rights reserved. LUA © 1994- 2000 TeCGraf, PUC-Rio. All rights reserved.

BioWARE® CORP

TITUS®

TSC-25358-MAN-0899-09.03

Titus Software Corporation, 20432 Corisco Street, Chatsworth, CA 91311
© 2000 - Titus. All rights reserved. Roadsters, Titus and the Titus logo are registered trademarks of Titus Software Corp. All trademarks and logos are the property of their respective owners.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®

SEGA®

ROADSTERS™

TITUS®

EVERYONE
E
CONTENT RATED BY ESRB

T-22901N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.
If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.
In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.
To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ROADSTERS™

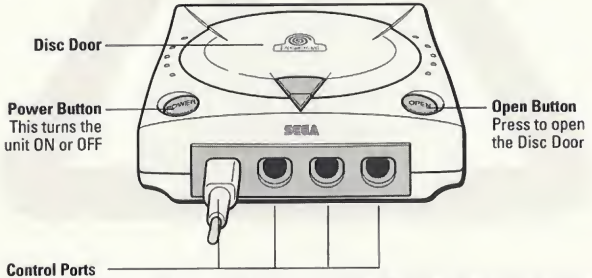
TABLE OF CONTENTS

Starting the Game 2
Controllers 3
Game Types 5
Courses 9
Pit Stops 9
Camera Views 10
Jump Pack 11
Loading & Saving Data 11

STARTING THE GAME

Roadsters supports up to 4 players. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in mal-function. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. Purchase additional controllers (sold separately) to play with two or more people.

SEGA DREAMCAST HARDWARE UNIT



Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.
NOTE: **Control Port** can also be referred to as **Port.**

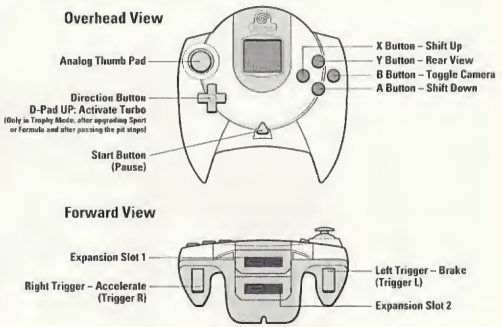
CONTROLLERS

Sega Dreamcast Controller

For the following combos, simultaneously press and hold the following buttons:

- **Back + Accelerate = Reverse**
- **Back + Brake = Hand/Emergency Brake**

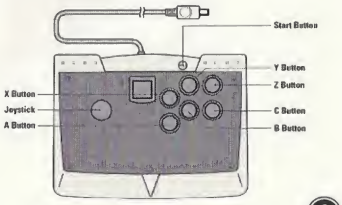
SEGA DREAMCAST CONTROLLER



Sega Dreamcast Arcade Stick

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

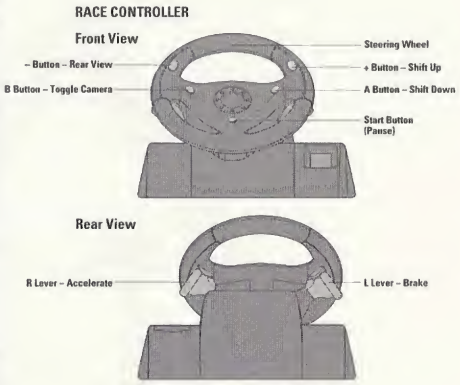
SEGA DREAMCAST ARCADE STICK



CONTROLLERS CONTINUED

Steering Wheel

To return to the title screen at any point during game play, simultaneously press and hold the A, B, +, - and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.



GAME TYPES

Game Start

Press the START button to display the Main Menu: There are several types of games to choose:

Roadster Trophy

This is the core of the game, the «career» mode. Race against 7 other computer players on up to 24 tracks. Your finishing position in each race will determine how much money you win (if any!). Stash enough cash and you can upgrade your car for the next season! After selecting a driver and buying a car, you have the option of visiting the Garage or entering a division.

• *Divisions 1(A), 2(B), & 3(C)* Divisions range from 1-3, with 3 being the entry level class. You cannot compete in Division 1 or 2 until you have completed 3. Requirements for fees and cars are stated in this menu. For all divisions, you must place in the top 6 in order to win any money! Prize money is given at the end of each race; the amount depends on your final position. You must win enough money to pay the next season's fee, and hopefully, to upgrade your car. If you finish a season without enough money for the next division's entry fee, you can earn extra cash by re-racing a particular course and improving your best race position or race time!

• *Garage* Here is where you can buy and upgrade your Roadsters! Cars come in three classes: Basic, Sports, and Formula. From the Showroom menu, the player has the ability to upgrade any current car as long as he/she has enough money for an upgrade. By selecting "Upgrade Car", the player will be presented with the option of purchasing the next higher upgrade package:

TITUS SO
Fill out this carc
and your
NAME
Address
State Zip
Male ❑ Female ❑ Birthday
Your TITUS Club Membership num
Title of Game Roadsters™ for Seg
Date purchased ___ / ___ / __
How did you hear about this gan
Please grade this game from A to
What type of gaming system do y
How many games do you current
What is your most favorite game?
What type of video games do yo
What are your three favorite mag
What are your three favorite TV s
©TITUS 2000 - All Rights Reserved. Roadsters, Tit

• *E*
Div
bei
car
unt
Rec
are
divi
top
eac
enc
upg
the
par

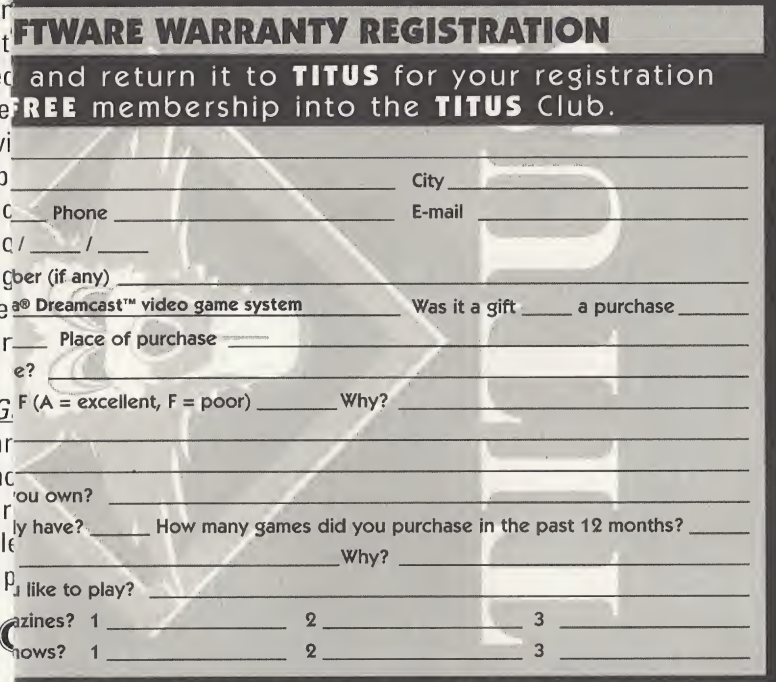
• *G*
Car
Sho
car
sele
of p

FTWARE WARRANTY REGISTRATION

and return it to **TITUS** for your registration
FREE membership into the **TITUS** Club.

City _____
Phone _____ E-mail _____
/ ____ / ____
ber (if any) _____
a® Dreamcast™ video game system _____ Was it a gift ____ a purchase ____
Place of purchase _____
e? _____
F (A = excellent, F = poor) _____ Why? _____
_____
_____
ou own? _____
ly have? _____ How many games did you purchase in the past 12 months? _____
_____ Why? _____
like to play? _____
azines? 1 _____ 2 _____ 3 _____
nows? 1 _____ 2 _____ 3 _____

s and the Titus logo are registered trademarks of Titus Software Corporation.



- ***Standard Model***
  Basic Car with Stock suspension, wheels and gear ratios.
- ***Sports Package***
  The Sports package adds a Turbocharger and upgrades the suspension, wheels and gear ratios.
- ***Formula Conversion Kit***
  This is a complete Conversion, and only becomes available when the player has paid the entry fee for division 1. The conversion changes the vehicle into a formula class racer with a racing paint job! All parts are subject to change, and a rear spoiler is often added.

Quick Race

Quick races bypass all the tricky parts of the Roadster Trophy and get you racing with a minimum of fuss. Select a driver, circuit, category, car, and you'll be off!

Time Trial

Time Trials let you compete against the clock or simply practice a circuit without any other car getting in your way. During the race, various time displays will help you improve your lap ties.

Multiplayer

Play up to three of your friends for the top slot! Available tracks and cars are determined by how you've advanced in Trophy Mode. Once you choose your driver, division and car, you're on your way! Be sure to plug in additional controllers before selecting this mode.

Options

From the Options menu you can choose:

* Steering
* Speech Volume
* Controller Conf.
* Load Driver
* Music Volume
* Stereo/Mono
* Jump Pack
* Save Preferences
* Effects Volume
* VMU Beep
* Initialize Settings

COURSES

The player will be challenged to race a sequence of races, receiving cash for placing. At the end of each division circuit, you can advance to the next division by placing 3rd or better in each circuit race. You must be able to pay the Division entry fee and purchase at least 1 Car specific to the new division. There are 8 tracks to play, each with 3 variations:

- **Pleasantville**
- **Area 51**
- **Rocket Base**
- **Docklands**
- **Chateau**
- **Hoover Dam**
- **Panama Canal**
- **Ski Resort**

Players take note! The route you take the first time around may not be available the next time around! Keep a sharp eye out for shortcuts, though some may not be as noticeable as others. Also watch out for weather conditions and other events.

PIT STOPS

In all courses, adjacent to the start/finish line, is a checkered pit stop alley. During the race, players who drive through the pit stop in a Sport or Formula class car, gain nitro canisters. The longer you stay

in a pit, the more nitro you gain. Each canister gives the car a quick burst of acceleration, and is activated by pressing UP on the Directional Button directly below the Analog Thumb Pad. Only 5 canisters can be stored at a time.

CAMERA VIEWS

Players can adjust the camera using the B button at any time during game play. Access the rear view mirror with the Y button.

1st person Standard Cam: This is the camera from inside the car.

3rd person Standard Cam: This is the default camera mode found in most racing games, where the camera is located behind and above the car.

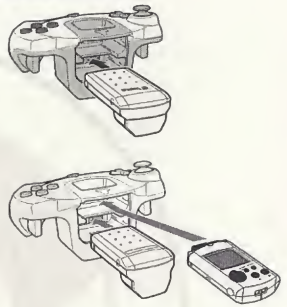
3rd person Removed Cam: Identical to the previous, except that the camera is pulled even further back (and slightly up), making the car smaller on screen.

Replay: After each race the course replay cam will show you the highs and the lows of your driving performance.

JUMP PACK

Roadsters supports the Jump Pack. This will shake the controller when the player encounters certain conditions, such as running off of the paved track. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

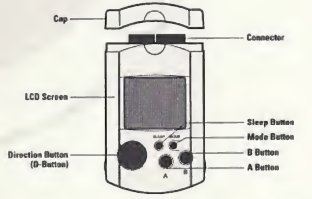
SEGA DREAMCAST JUMP PACK™



LOADING & SAVING DATA

Saving game data requires a Visual Memory unit, which is sold separately from the controller. While saving a VMU/VM Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other

VISUAL MEMORY UNIT (VMU)



peripheral equipment. Game data for Roadsters can be saved to a VM in any expansion socket of any compatible game controller plugged into the console. Save game data includes your current information from the Roadster Trophy mode, your vehicle preferences, and driver data. Roadsters will also save the best lap times for each track and category in a file that requires 15 blocks from the VM. The best lap times are saved for each race and each category.

SAVE POINTS

The player is allowed to save game data and lap times at several points throughout the game, but not during a race. Players can save from the preference menu and at the end of a race.

LOAD POINTS

Player data may be loaded in the Option menu and at points in the game where a driver is selected.

WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TITUS SOFTWARE CORP. 20432 CORISCO STREET CHATSWORTH, CA 91311 (818) 709-3692

TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!
Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at: **www.interplay.com/support/**

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- **Title of Game**
- **Platform**
- **A description of the problem you're having**

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

Interplay Entertainment Corp. Support Fax: (949) 252-2820
Interplay Entertainment Corp. Technical Support • 16815 Von Karman Avenue • Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com *WORLD WIDE WEB:* www.interplay.com *FTP:* ftp.interplay.com

ESRB RATING
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®